

SLEEPLESS IN SCARSNIK



In this adventure, the party finds the town of Scarsnik has sworn off sleep, and its inhabitants are losing their minds to sleep deprivation. Using their wits and might, they uncover dark forces that have been using the town for nefarious purposes.

Suggested Level: 5

Only a group of heroes can stop the evil forces from succeeding at the eleventh hour of Scarsnik's demise. But can they succeed, or will their greatest fears devour them alive?

BACKGROUND

The residents of the remote mining town of Scarsnik are no strangers to long hours and working late into the night to ship gems and ore and meet deadlines. But over the past week, everyone in town has been staying up for a different reason: recurring nightmares. Work has slowed and guard patrols are nearly non-existent as everyone battles exhaustion and madness.

Unbeknownst to anyone, a coven of male **dream hags** has been causing recurring nightmares in order to harvest them and place them in crystals in the nearby mine. The male hags have created a small army of **living nightmares** from the townsfolk's deepest fears. These dark creatures now infest the mine and sneak into town to cause mayhem and turn the townsfolk against a group of kindly warlocks who live in the nearby woods.

Luckily for the town, the warlocks have been weaving countless spells to help the town get some rest and deal with the problems the hags have been causing. But as the townsfolk get increasingly restless, and with the hags taking on human form to instigate the townsfolk against them, the warlocks' time is running out.

The day the characters arrive, hags plan to rally a mob to attack the town's only line of protection. Will the heroes take the bait and attack the warlocks, or will they see through the ruse and defend them?

RUNNING THIS ADVENTURE

This adventure is divided into three chapters:

Chapter I: Shadows in the Night. The characters arrive in Scarsnik and learn of the sleeplessness and nightmares that are plaguing its residents, as well as the suspected culprits.

Chapter II: With Ill Intent. A mob of townsfolk march on the home of the "witches" in the nearby forest, and the characters must choose who to side with.

Chapter III: Into the Mine. The characters move toward their final confrontation with the dream hags within the gem mines of Scarsnik.

ADVENTURE HOOKS

Use one of the following hooks to pull characters into this adventure.

- You arrive as guard of a merchant caravan, and quickly notice other caravans outside refuse to enter the town, for fear of a curse.
- You stop in, looking for a place to rest. But you encounter something odd in an alley (see "Event: A Strange Meeting").
- You answer the summons of your old friend, Durman Sootbeard, who is looking for a strong arm to guard a shipment. But he is not quite himself when you find him (see Area 1D).

WELCOME TO SCARSNIK

The many caves and mines around Mount Farsearch are full of purple gems coveted by wealthy folk in distant cities. As such, towns like Scarsnik were established to mine the gems, meet the demand, and line the pockets of the business owners.

With only 200 people in town, most of whom are miners or lumberers, Scarsnik is the embodiment of a boomtown. The town is claustrophobic inside its wooden palisade, with buildings pressed against each other. Narrow, dark alleys wend between the buildings, their narrow turns hidden by the mist that flows down from the mountain to flood the town and the forests beyond.

In the center of Scarsnik is a guildhall where the Miner's Guild operates. Beside the guildhall is a three-story stone tavern surrounded by market stalls where locals once hawked their imported wares. They now stand silent, empty, and neglected.

Every fortnight, a caravan arrives in town to pick up ore, stone, and crystals from Scarsnik where it then returns to the distant cities to sell. They arrived a day ago and now suffer from the constant, recurring nightmares that keep every other resident of Scarsnik awake and descending slowly into sleep-deprived madness.

CHAPTER I

SHADOWS IN THE NIGHT

The characters arrive in Scarsnik. Instead of finding a sleepy remote town, they discover a sleepless settlement on the verge of madness and violence. The party is warned not to fall asleep and are asked to get to the bottom things.

During this chapter, the characters learn of a group of "witches" living in the Misthollow Woods. Some residents are forming an angry mob with an intent kill them. The mob is unknowingly led by one of the dream hags who is truly responsible for their nightmares.

Once the characters have visited all of the locations in Scarsnik, the "Into Misthollow" event begins and you may move on to Chapter II.

CHAPTER LOCATIONS

The following locations contain relevant information for the players to uncover through role-play and clever investigation.

1A. THIN MOUNTAIN INN

Guests and patrons sit in silence around the flickering embers of a fire in a stone hearth. A woman holding her head in her hands leans against the bar beside piles of dirty tankards, bowls, and spoons. Flies buzz hungrily around the filth in a black cloud. The woman looks up as you approach and gives you a tired smile.

Gloria Tweed. Gloria (LG human **commoner**) is the sole proprietor of the Thin Mountain Inn. It is a three-story stone structure across the courtyard from the Scarsnik Guildhall that stands at attention in the lingering mist. She's run the inn since the town was founded twenty years ago.

Gloria is exhausted and is convinced that she's been seeing things moving in the shadows. She's too embarrassed to say this to anyone but

her eyes constantly dart around the room to the patches of darkness in the corners. Any characters with a passive Perception of 12 or higher can notice this mannerism.

Gloria will offer the characters a cup of tea or coffee and some advice: don't fall asleep. She informs them that the townsfolk here have been suffering from nightmares and are too afraid to fall asleep. No one has slept much in a week since the nightmares started. She can answer as many questions as possible but will direct the adventurers to speak with the local guild master or the apothecary, who's been mixing up some sleeping medicine for the townsfolk.

Chats Over a Drink. Shortly after the characters arrive at the inn, a slender man dressed in ragged work clothes approaches the bar. The man is a **dream hag**, Joseph Sleepeater, in disguise. He has come to instigate a mob into attacking the warlocks outside of town. Joseph offers to chat with characters about the town's plight.

If they accept, he leads them to a booth in a dark corner where he tells them of the group of witches who live in a hut outside of town. He says they come to town to trade herbs and mushrooms with the local apothecary and leave without a word. He lies and tells the characters that he believes the witches the cause of the nightmares.

He then says that group of miners are gathering later this evening to march to the hut, and that he would like the characters to join them. He feels that the presence of seasoned adventurers will help even the odds against the witches, but implores the party to explore the town to see the chaos the witches have caused for themselves.

Developments. When roleplay in the common room comes to an end, the characters hear terrified screaming coming from somewhere upstairs, followed by cries for help.

Following the sounds of screaming takes them to a room on the second floor where they find a child sobbing uncontrollably. Blue curtains flap wildly in the wind howling through the shattered window.

The child is a halfling named Esther Marwick whose parents came here from the nearby city looking for work. They've been too scared to leave and, when Esther's father disappeared two nights ago, both Esther and her mother refused to leave their small room.

Esther can be calmed down if the characters speak to her gently, or with a DC 12 Charisma (Persuasion) check. Through gasping breaths, she points to the window and mutters, "Monster." Characters who look out the broken window see a body crumpled on the muddy street below.

If asked about what she saw, Esther only says that a monster came crawling in through the glass and dragged her mom away. It looked like a tall person with a big spider on its back. She gestures to describe its long neck and fingers.

Succeeding on a DC 14 Intelligence (Medicine) check reveals that the woman is alive but gravely wounded. Unless she is healed, Esther's mother will die before the end of this adventure. She can be healed with a successful DC 17 Intelligence (Medicine) check, a health potion, or healing magic of any kind. If healed, she will regain consciousness at the end of the adventure and thank the party for saving her life.

1B. SCARSNIK GUILDHALL

In the center of the town square stands a huge stone building with elaborate pillars rising up the front of the structure. The words “Guild Hall” gleam in the wet mist rolling off the mountain. Through the large doors is a central foyer with a large pine desk. A young elf woman is busy working behind the desk, her face unblemished by age or exhaustion.

Mila Periot. Mila (LG elf **commoner**) is the secretary of the Miner’s Guild. As an elf, she doesn’t need sleep and is immune to the hag’s nightly rituals. She speaks softly and calmly despite the situation developing in town.

Mila will admit the characters to see the guild master only if they have official business. Telling Mila about the unruly mob, the attempted murder of Esther’s mother, or the current state of Durman Sootbeard (see Area 1D) is enough to convince her to let the characters in.

Grafi Furrowbrow. Grafi (LN halfling **commoner**) is a middle-aged halfling who is suffering from bouts of hysteria. As the characters enter his office they find him drawing on the walls with his own blood, having scratched a large piece of skin on his arm away to create a macabre palette.

The images he’s drawing are of various monsters, including three-horned figures in robes standing over a cauldron, humanoids with long necks and longer fingers, and spiders with too many legs. His eyes are bloodshot and he mutters the same phrase under his breath over and over:

“Down and down the mountain stream,
The chants and songs that make us dream.
In the glittering caves of yore,
This is whence the monsters pour.”

Characters who study the images on the walls and succeed on a DC 17 Intelligence (Arcana)

check recognize the horned figures as dream hags. The other monsters are a mystery unless the characters have already encountered the living nightmares.

Hag Eye. The coven’s Hag Eye is located in Grafi’s office, hidden in plain sight on one of the bookshelves by the door. Characters with a passive Perception of 16 or higher notice the eye while looking around the room.

Developments. While the characters are in the Guild Hall, Ethan Nightwatcher—another **dream hag**—arrives to check on his pet, the guildmaster. He manipulates Mila to let him into Grafi’s office where he finds the characters.

Ethan knows the characters are there but wants to make sure his Hag Eye remains hidden. He enters the room and introduces himself as a local miner who’s come to tell Grafi of the angry mob gathering in the streets.

While he is spinning this story, Ethan moves towards the location of his Hag Eye, feigning fascination in the depraved images Grafi has etched onto the walls. Characters can notice that Grafi has grabbed something from the shelf with a passive Perception skill of 17 or higher. If he is undetected, he will leave promptly. If detected, he will say that he thought he saw something strange hiding in the bookshelf but it was just his imagination. Characters who make a successful DC 15 Wisdom (Insight) check determine that he’s lying.

If the characters have the eye on their person and haven’t destroyed it, Ethan will attempt to steal it back. He will make a Dexterity (Sleight of Hand) check opposed by the character’s passive Perception skill to steal the eye back. If detected, Ethan will apologize and grovel for his life, saying that his family is poor and he just needed some money to feed his children.

Ethan will avoid a fight with the players and, if engaged, will use his heartstone to enter the ethereal plane and head back to the mine.

1C. HENRIETTA'S ELIXIRS

A small wooden shack clings to the side of a muddy road. Smoke gently rises from a central chimney only to be cast away by a strong mountain wind, which also carries the scent of flowers and herbs from the fenced garden behind the shack.

The inside of Henrietta's Elixirs is cramped and filled with shelves of various herbs and tinctures. Henrietta is busy grinding herbs in a mortar but she turns to look at the party as they enter. Large purple bags hang under her bloodshot eyes and she gives them a weak smile before asking if they need anything.

Henrietta. Henrietta (LG half-elf **commoner**) is the town's local apothecary. She deals with all the minor injuries and abrasions that local herbs can fix without the use of powerful magics. Since the people in Scarsnik can't afford expensive magic healing, Henrietta does decently well for herself and is respected in town.

Recently, she's been threatened for working with the "witches" in the woods, and fears the townsfolk will murder the old women in cold blood. Henrietta is convinced that the women have done nothing wrong.

Over the course of a conversation, Henrietta can provide the following evidence as proof of their innocence:

- The women delivered chamomile and other herbs to help folk sleep just after the nightmares began.
- Gran, the oldest of the women, said that they'd help with whatever was happening as best as they could.
- The mob is being riled up by one of the new miners who hasn't lived in town long enough to understand the help the women offer.

Developments. At some point, Henrietta will stop speaking. She stares horrified at something behind the characters. As the characters spin around they see nothing, only darkness away from the flickering candles in the shop.

Characters with a passive Perception of 12 or higher notice that one of the candles by the door has recently been snuffed out. They also notice strange scratch marks in the wood and an inky residue that feels like slime.

Henrietta will say that whatever she saw looked like a man with a long neck and fingers but spider legs were growing out of its back. She frantically begins lighting more candles as she continues speaking.

1D. SOOTBEARD SMITHY

Walking through the streets of Scarsnik, characters hear a pained screaming followed by the deep thudding of a hammer striking an anvil. If they investigate, read or paraphrase the following:

You follow the thudding and the screams to a blackened lean-to with a grimy thatch roof. Inside the smithy is a dwarf, his beard blackened with soot. Blood covers his hammer and the remains of his crushed hand cover the anvil. He strikes the red pulp repeatedly with bloodshot eyes staring emptily ahead.

Durman Sootbeard (NG dwarf **commoner**) has lost his mind. A **living nightmare** is lurking in his smithy and causing him to undergo bursts of madness and brief moments of horrified lucidity. As the characters enter the smithy, he breaks free from his exhaustion-induced madness for a moment and stares horrified at his hand.

A *greater restoration* spell will help cure his hand, but it will never be right again. If asked what happened, Durman will stammer that there's something in the eating away at his mind with voracious hunger. Shedding a bright light in the smithy will reveal a shadowy figure that looks

like a gaunt humanoid figure with an elongated neck, spindly fingers, and a featureless face. It clings to the ceiling with ten spider-like appendages rupturing from its ephemeral back.

Developments. If spotted, the living nightmare flees through the wall.

EVENT: A STRANGE MEETING

As the characters wander through town they come across a strange sight: a tall man is bent over a sleeping figure in an alleyway with his hand pressed against their forehead.

The figure is Lucas Bitterstalker, another **dream hag**, disguised as a doctor. He's wearing a faded trench coat and carries a beat-up briefcase full of medical supplies. When the characters approach or call out to Lucas, he turns to face them with a feigned smile.

Lucas introduces himself as "Doctor Ken." He tells them that he stumbled upon this woman sleeping in an alleyway and was making sure she was still alive. As a "doctor," Lucas assures them that he is simply trying to find a medicinal cure to this sleeplessness. He roams the streets tending to those who may have hurt themselves after collapsing from exhaustion.

Lucas is lying to them but will do his best to answer any question they have regarding the town or this mysterious affliction. He will try and push the idea that the "witches" in the woods are the culprits and that he's heard of a mob gathering to deal with them tonight.

Characters can detect Lucas' lie with a successful DC 18 Wisdom (Insight) check. If he is caught in a lie, Lucas will flee and call on two living nightmares to aid him while he runs. Lucas will try to make it back to the mine without being followed.

If the characters don't discover his lie, and ask other people around Scarsnik about Doctor Ken, the townsfolk will reply that they've never had such a person in town before.

EVENT: INTO MISTHOLLOW

When the characters are ready to move on to Chapter II, an angry **mob of townsfolk** gathers at the town gates, ready to set out into Misthollow. Each of them wield mining tools, pitchforks, and torches.

If the characters are currently with Henrietta in her shop as the event begins, she pleads for them to help the women in the woods, saying that they are not evil. If the characters are elsewhere in Scarsnik, a half-elf miner named Alf (NG **commoner**) asks the characters if they're coming to pay the witches a visit. He grins sadistically under bloodshot eyes.

The characters cannot stop the miners from marching through the woods as they are hellbent on putting an end to their sleepless nights. They begin to slowly march out of Scarsnik and into the mist-shrouded woods, their way lit by their flickering torches.

Some of the stragglers will try to convince the characters to come with them, saying that they'll be able to intimidate the witches into leaving or putting them down easier with professional help.

If the characters haven't learned much about the warlocks, Alf or Henrietta tells them the following things:

- The women have been here for years, predating the founding of Scarsnik.
- Recently, loggers have been chopping down trees closer to their hut.
- Henrietta believes they are good-natured women who will be murdered in cold blood if the characters don't intervene.
- Alf believes that the "witches" are the cause of the nightmares and wants to see them exiled or put in the ground. He prefers exiling them as they were once helpful, but fears their reprisal.

CHAPTER II

WITH ILL INTENT

Moving along with the angry mob through the torchlit mist, the characters travel toward the home of the supposed “witches.” Whether they choose to side with the angry mob, or defend the three women, this chapter ends after a potentially bloody confrontation at the hut.

WARLOCK’S HUT

After traveling through the Misthollow Woods for some time, the characters and the mob arrive at the home of the warlocks. Read or paraphrase the following text:

A wide wooden hut squats underneath a broad oak tree. The mist coalesces under the round eaves of rough-cut pine shingles. The sound of laughter bounces through the trees from the hut where acrid-smelling smoke rises from a crooked chimney.

The hut is full of crooked furniture, hanging herbs, vegetables, and branches strung together in myriad shapes. A wide cauldron stands in the center of the room with three women standing around it adding powder and herbs to a strange concoction. All three of the warlocks (NG humans) use the **Misthollow Warlock** statblock.

The Warlocks. Claudia, Gertrude, and Gran form a sort of pseudo-coven in service of the natural order. Claudia and Gertrude look to be in their 70s, while the age of Gran is anyone’s guess. She is ancient. Half of her face is covered in a thick bark and leaves grow from her head. Despite her appearance, Gran is a kind woman who wants to help Scarsnik. She can tell the characters everything they need to know about the true enemy, the dream hags in the gem mine (see Chapter III).

ATTACKING THE HUT

If the characters are joining the attack on the hut, the three warlocks will fight until destroyed. In her dying breath, Gran will tell them that if the characters truly want to save Scarsnik, then they must destroy the true enemy in the gem mines. She dies before she can offer any clues as to what those enemies are.

DEFENDING THE HUT

If the characters come to the defense of the warlocks, the **mob of townsfolk** demands that they step aside or be put down alongside the “witches.” Jacob Sleepeater accompanies them but will flee if fighting breaks out. The mob can be diffused peacefully with a series of successful skill checks and roleplay.

Each character must pick a skill they are proficient in and make a successful DC 16 check with it. If half of the group succeeds in their checks, the mob is dissuaded and turn to go home. On a failure, they attack both the characters and the warlocks, but flee when reduced to half hit points.

With the hut safe, the remaining warlocks will invite the characters in for tea and tell them what they know about the dream hags in the gem mines. They warn them of the living nightmares and give them each a pouch of *repellent powder* that will help them in their fight against the hags.

Repellent Powder

Wondrous Item, Uncommon

A yellow powder that smells faintly of mushrooms and freshly fallen rain. When applied to a weapon or consumed as an action, the next weapon or spell attack that hits an undead or fiend forces them to make a DC 14 Constitution saving throw or take an additional 3d6 radiant damage from the attack. If an undead or fiend is killed in this way, their body bursts into a ten foot radius cloud of yellow dust that lingers in the air for 1d4 turns. Undead and fiends that start their turn inside this cloud must make a DC 14 Constitution saving throw or take 3d6 radiant damage.

CHAPTER III

INTO THE MINE

The Scarsnik gem mine is located just outside the town, ten minutes up the mountainside. A worn gravel path winds its way up a steep switchback road, buffeted by heavy winds and a cascade of chill mist.

Within the mine, the dream hags work their magic to steal the souls of the town, capturing them in the mine's gems. All they need to complete their task is to have the townsfolk commit an evil act, such as destroying the warlocks in the Misthollow Woods, to capture their souls forever.

CHAPTER LOCATIONS

The following sections detail the locations of the Scarsnik mine, and are keyed to locations on the map later in this adventure.

3A. MINE ENTRANCE

A wide gash has been carved into the cliff at the end of the road. Unlit torches stand on either side of the mine entrance while mist blows off the mountain like a waterfall, obscuring the darkness within.

The mine entrance is being watched by two **living nightmares**. Characters with a passive Perception of 14 or higher notice the nightmares as they silently scuttle back into the mines. They report the characters' presence to the hags before setting up an ambush in Area 3D.

Dream Crystal

Wondrous Item, Uncommon

These crystals act as a vessel for dreams. When shattered, the crystals deal 7 (2d6) psychic damage to every creature within 10 feet of the blast. Dream hags can consume the dreams within as a bonus action, regaining 7 (2d6) hit points.

3B. WORKER'S BARRACKS

The darkness of the mine is thick like an inky fog. It seems to move and shift with every step. Beds and a scratched wooden table line the edges of the room, and an extinguished campfire sits in the center. A pot hangs above the cold ashes and sways gently with an ominous metallic squeaking.

The barracks haven't been used since the miners abandoned this place a week ago. The beds are rickety and worn from use.

Treasure. Under one of the beds is a gold nugget worth 10 gp. In a cabinet is a *potion of healing*.

3C. DREAM GEM CHAMBER

A large, 8-foot-tall crystal glows from the back of the room. It's half embedded in the stone wall around it. As you approach, faces and images swirl around the inside of the gem, crying out. They whirl around a dark central orb, like planets orbiting a dead star.

The crystal glows with the captured dreams of the people of Scarsnik. Whenever the living nightmares return with a dream, they place it inside this gem for safekeeping. The characters can make a DC 14 Intelligence (Arcana) check to realize the gem's purpose.

The gem has 40 hit points, an AC of 12, and is immune to psychic and necrotic damage. Breaking the gem releases a magical explosion that rips through the area, dealing 11 (2d10) psychic damage to every creature within 30 feet of the gem. Afterward, all that's left of the gem are 1d6 *dream crystals* scattered around the chamber.

Developments. The explosion alerts the hags that the characters have foiled their plan. They will move to the opposite side of the rope bridge in Area 3D to fire spells while the party deals with the living nightmares and the rope bridge itself.

3D. ROPE BRIDGE

The cacophony of rushing water fills this room like a discordant symphony. Fifty feet beneath you, barely visible in the swirling darkness, is a rushing river that disappears into the blackness. All that spans this sixty-foot crevice is a fraying rope bridge.

Five **living nightmares** are lurking underneath the bridge, waiting to attack. Characters with a passive Perception score of 16 or higher will be able to see them if they're carrying a light source. If the living nightmares are not spotted, they surprise the party as they attack.

Tactics. The living nightmares intend to keep the party engaged on the bridge long enough for the hags in Area 3E to arrive in two rounds, if they have not already been alerted by an explosion from Area 3C. They harass the characters and block their path forward, taking the dodge action as often as possible and using their reactions to grapple anyone who tries to pass them.

Once the **dream hags** arrive, or if they're already present, the nightmares attack recklessly. Four of them attack the characters with fury while the fifth uses its next two actions to cut the rope bridge down, sending the characters—and the nightmares—into the river below.

If the rope bridge is cut down, characters must make a DC 15 Dexterity saving throw to grab onto the ropes and hold tight. The bridge will smash into the cliffside closest to area 3E, dealing 4 (1d6) bludgeoning damage to anyone who held on.

Characters who fall into the water take falling damage as normal and must make a DC 14 Strength (Athletics) check to swim to the shoreline. On a failed check, the character gains a point of Exhaustion and is swept down the mountain stream, winding up outside the mountain at a river near the walls of Scarsnik.

3E. COVEN'S QUARTERS

Gently glowing gems cover the walls in this cavern, each with a horrified face swirling around a black orb. An emaciated mule huddles close to the wall laden with sacks and bags. It looks up at you as you enter.

If the **dream hags** are in this room, they taunt and tease the characters before readying themselves for the inevitable fight. The dream hags cannot be convinced to leave Scarsnik, as they believe the gems to be too important a resource to give up.

Treasure. The saddlebags on the donkey are full of gold coins, gems, and magical scrolls. The following treasure can be found here:

- 478 gp
- 1d8 emeralds worth 50 gp each
- 1 *fireball scroll*
- 1 *sleep scroll*

Each of the dream hags also carries a *dream crystal*.

CONCLUSION

With the hags defeated, life returns to normal in Scarsnik. People are able to sleep once again, and the fear that blanketed the town dissipates. Each character receives 100 gold pieces from the town's guildmaster as thanks for their help. If the characters killed any townsfolk in Chapter II, Grafi tells them to leave with haste, as the townsfolk may want revenge. If the townsfolk were convinced to leave, Grafi gives another 50 gold to each character as thanks.

If the characters were tricked into killing the warlocks, Henrietta accuses them of murder. Should the warlocks still live by the end of the adventure, Henrietta gives each character a *potion of greater healing* as her own reward.



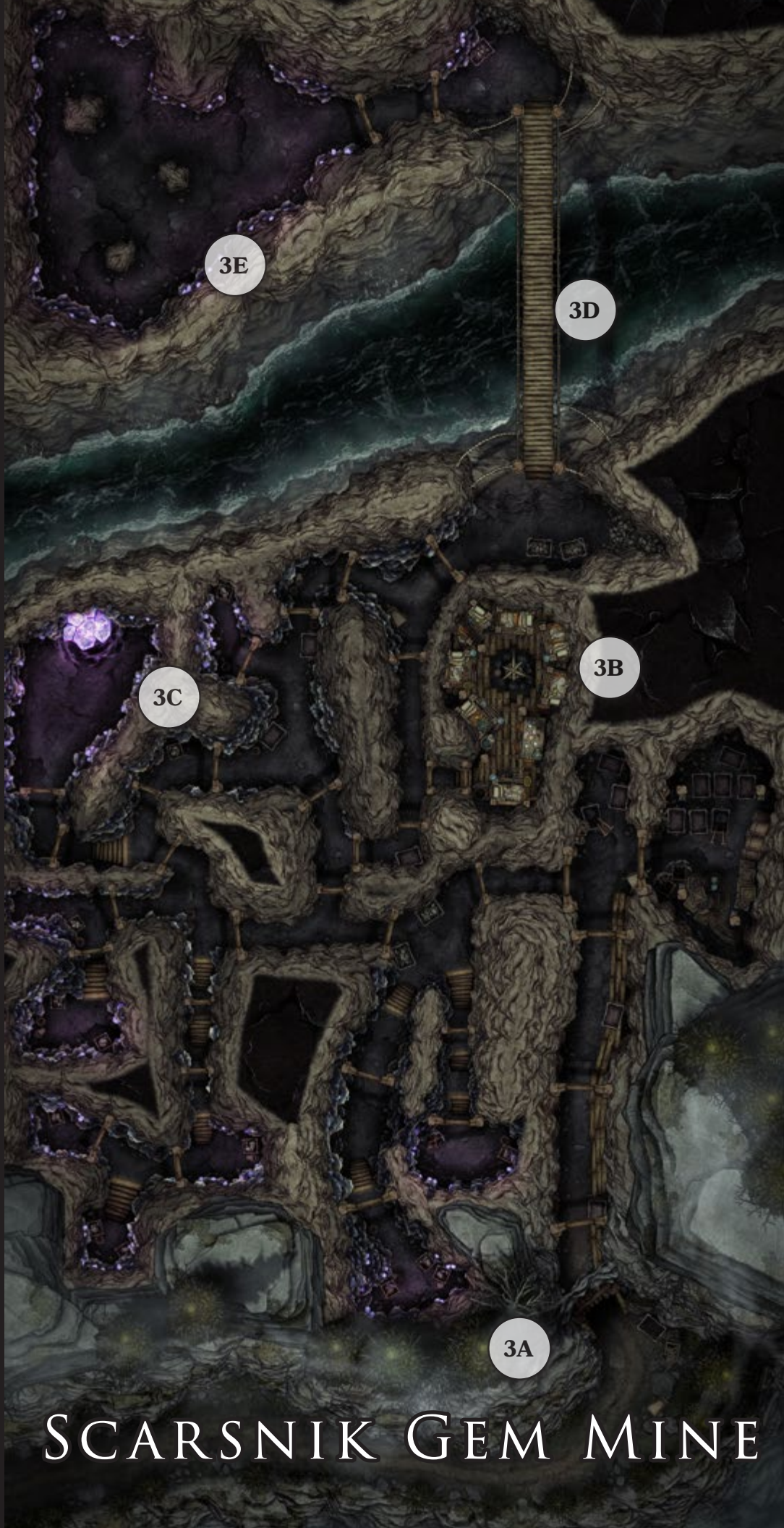
1D

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SCARSNIK STREETS



SCARSNIK GEM MINE

ADVENTURE STAT BLOCKS

THE DREAM HAGS

These hags have shunned the typical female form of their kind. They feast on dreams and enslave the souls of their victims. This section details the members of the coven that terrorizes Scarsnik.

Lucas Bitterstalker. Manipulative, cunning, and ruthless. Lucas has a long, warty nose and his horns are larger than normal dream hags'. When he speaks, his voice is hoarse and frog-like. Ethan and Joseph believe this to be a side-effect of his preferred snack: pickled frog.

Ethan Nightwatcher. Ethan is in charge of using the coven's Hag Eye to spy on the town. With the Hag Eye placed in Grafi's office, Ethan knows everything the town has been up to, as well as the dire mental condition the current guildmaster is in.

Joseph Sleep eater. Joseph was the first to realize the potential power of the gems in Scarsnik. He stole one and began experimenting on it, quickly realizing that the coven could use the gems to store dreams and nightmares for later use. Joseph is the coven's conman and often ingratiates himself in a local community to stir up trouble.

CR
5

Dream Hag

Medium Fiend, Neutral Evil

Hit Points	AC	Prof. Bonus	Pass. Perc.		
110	17	+3	15		
STR	DEX	CON	INT	WIS	CHA
18	15	16	16	14	16
+4	+2	+3	+3	+2	+3

Condition Immunities: Charmed

Damage Resistances: Cold, Fire; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Languages: Any two languages

Senses: Darkvision 120 ft.

Skill Bonuses: Deception +6, Insight +5, Perception +5, Stealth +5

Speed: 30 ft.

Features

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- **At will:** *detect magic, magic missile*
- **2/day each:** *plane shift (self only), ray of enfeeblement, sleep*

Magic Resistance. The hag has advantage on saving throws against spells and other magical effects.

Shared Spellcasting. While all three members of a hag coven are within 30 feet of one another, they can each cast the following spells from the wizard's spell list but must share the spell slots among themselves:

- **1st level (4 slots):** *identify, bane*
- **2nd level (3 slots):** *hold person, locate object*
- **3rd level (3 slots):** *bestow curse, counterspell, lightning bolt*
- **4th level (3 slots):** *phantasmal killer, polymorph*
- **5th level (2 slots):** *contact other plane, scrying*
- **6th level (1 slot):** *eyebite*

For casting these spells, each hag is a 12th-level spellcaster that uses Intelligence as her spellcasting ability. The spell save DC is 15, and the spell attack bonus is +7.

Actions

Claws (Hag Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Change Shape. The hag magically polymorphs into a Small or Medium humanoid, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Etherealness. The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a heartstone in its possession.

LIVING NIGHTMARES

Living nightmares are the dreams of people cursed to stalk the world. They are used by clever hags and created through a complicated magical ritual that requires the nightmare essence of a sleeping humanoid.

Dream Servants. Living nightmares dutifully perform the tasks of their hag masters. They rarely deviate from their assigned orders unless something disturbs them or forces them to reconsider.

Mobile Dream Storage. Living nightmares store captured dreams inside their shadowy, ephemeral forms. They can store a single dream at a time before needing to return to their masters.

CR
1

Living Nightmare

Medium Undead, Chaotic Evil

Hit Points	AC	Prof. Bonus	Pass. Perc.		
20	12	+2	10		
STR	DEX	CON	INT	WIS	CHA
1	14	10	12	10	6
-5	+2	+0	+1	+0	-2

Condition Immunities: Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Damage Immunities: Necrotic, Poison, Psychic

Damage Resistances: Acid, Cold, Fire; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Languages: Understands the language of its master

Senses: Truesight 60 ft.

Skill Bonuses: Stealth +4

Speed: 40 ft.

Features

Undead Nature. A living nightmare doesn't require air, food, drink, or sleep.

Incorporeal Movement. The living nightmare can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Spider Climb. The living nightmare can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Aura of Madness. If a non-undead, non-fiend creature begins its turn within 30 feet of a living nightmare, they must make a DC 12 Wisdom saving throw. On a failed save, the creature becomes frightened until the start of their next turn. A character who succeeds this saving throw is immune to this effect for the next 24 hours.

Actions

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature, *Hit:* 6 (1d8 + 2) necrotic damage. If a creature is frightened, they take an additional 7 (2d6) psychic damage.

CR
3

Misthollow Warlock

Medium Fey, Neutral Good

Hit Points	AC	Prof. Bonus	Pass. Perc.		
65	16	+2	14		
STR	DEX	CON	INT	WIS	CHA
14	12	16	13	14	18
+2	+1	+3	+1	+2	+4

Condition Immunities: Charmed**Languages:** Common, Goblin, Sylvan**Skill Bonuses:** Medicine +4, Perception +4**Speed:** 30 ft.

Features

Spellcasting. The warlock casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 14)

- **At will:** *dancing lights, disguise self, mage armor (self only), mage hand, minor illusion, prestidigitation*
- **1/day each:** *charm person, spike growth, dominate person*

Actions

Multiattack. The warlock uses Sylvan Word twice.

Sylvan Word. The warlock shouts a fey command, targeting one creature it can see within 60 feet of it. Vines erupt from the ground and attempt to grapple the creature. The target must succeed a DC 14 Dexterity saving throw or take 9 (2d8) bludgeoning damage and be restrained (escape DC 14).

CR
3

Mob of Townsfolk

Huge Swarm of Medium Humanoids, Any Alignment

Hit Points	AC	Prof. Bonus	Pass. Perc.		
65	10	+2	9		
STR	DEX	CON	INT	WIS	CHA
14	10	14	10	8	10
+2	+0	+2	+0	-1	+0

Condition Immunities: Charmed, Frightened, Paralyzed, Petrified, Prone, Restrained, Stunned**Damage Resistances:** Bludgeoning, Piercing, Slashing**Languages:** Any one language (usually Common)**Speed:** 30 ft.

Features

Swarm. The mob can occupy another creature's space and vice versa, and the mob can move through any opening large enough for a medium humanoid. The mob can't regain hit points or gain temporary hit points.

Cowardly. If reduced to 1/4 hit points or fewer, the mob will attempt to flee combat.

Actions

Flurry of Clubs. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 20 (7d4 + 2) bludgeoning damage or 10 (3d4 + 2) bludgeoning damage if the mob has half its hit points or fewer.